

STONES AND SHADOW, TREES AND LIGHT

Session Ten:
30 Summertide 1479



Session 10
7 December 2008

Inside this issue:

Session recount	1
Points of note	1
Party Matters	2
XP table	2
Treasure collected	2
Quest tracker	2

Points of note:

- *Dek cleaves through a zombie for 25 hp damage and Shadow shanks another for 26 hp damage.*
- *The party discovered bronze doors inscribed with the warning: "Stay out. Really".*
- *Robert and Pieter sifted through the keep's rubbish and uncovered archeologically significant pottery fragments.*

Beneath Shadowfell Keep

After their meeting with Lord Padraig, the adventurers met briefly with Valthrun, who agreed to make some healing potions for them.

Our heroes then set off towards the keep on their borrowed steeds. They soon came across a clearing where a group of Winterhaven's guards had been ambushed by hobgoblins.

Linoren's husband Duven, whom the adventurers had risked their lives to rescue from the mercenaries at Shadrilaz's burial site, had since joined Winterhaven's guard and was a member of the ambushed patrol. Fortunately, he had survived the attack and returned to Winterhaven.

Shadow followed the hobgoblins' tracks all the way back to Keegan's Keep. From the evidence there, it appeared that the hobgoblins had discovered the fate of the goblins in the keep and then left.

The party conducted a quick search of the natural caves in the southeastern corner of the keep's basement and came across double bronze doors into which a message had been carved: "Stay out. Really".

Pieter was keen to investigate the caves, but Shadow and Dek persuaded the others to investigate the other double doors through which the goblins had tried to flee. Our heroes descended to the second floor of the keep's basement.

There they encountered mobs of shambling zombies, against whom Balgron's passphrase was of no effect. Cursing the goblin's name, the adventurers waded into combat and quickly reduced their foes to inanimate corpses again. More zombies shambling out of the darkness from the surrounding halls, but with the initial group already dispatched the adventurers had little trouble dealing with them.



Shadow scouted ahead and found a number of sinister-looking purple inscriptions on the floor. Pieter and Fian identified them as necromantic traps, and working together managed to disable one of them.

Meanwhile Shadow ranged further into the halls and came across a room filled with rubbish. Sifting through it, she uncovered some broken pottery that Robert identified as being almost two hundred years old.

The party then explored a long hall to the south lined with sarcophagi. Selune's holy symbol, blazing with light, was clearly visible in the domed roof at the end of the hall, but when Shadow moved closer to investigate the sarcophagi burst open and a horde of skeletal warriors emerged.

Shadow yelled in surprise and glanced back just in time to see her companions rush to her aid.



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Party Matters



We finally got around to choosing **Fian's rituals** during last session. Our illustrious blaster wizard knows Brew Potion, Silence and Explorer's Fire.

For the purposes of last session only, we also picked a level 3 encounter power for Fian in Rich's absence. We went with **Color Spray** largely on the basis that it targeted Will. Let us know if you want to change that decision Rich.

Andy and Mike are trialling some of the **Martial Power** goodies with Shadow and Robert to see whether they want to rebuild their characters. If anyone else wants to do the same, please let Pete know.

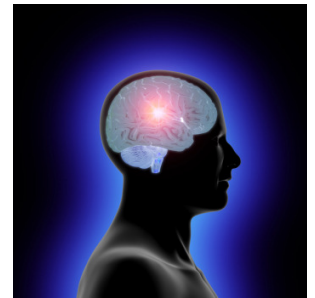
There was some discussion last session about Dek purchasing the party's unallocated **Amulet of Protection**. Pete has suggested that Dek might want to purchase it (360gp), with the funds being divided among the party members.

"Security is mostly a superstition. It does not exist in nature, nor do the children of men as a whole experience it. Avoiding danger is no safer in the long run than outright exposure. Life is either a **daring adventure** or nothing." - Hellen Keller.

I came across that quote the other day and it reminded me why D&D is fun. After all, no one plays Accountants and Abacuses...

XP Table

Type	Encounter	XP value and recipients	Total
Combat	Crypt of Shadows	176 xp (all)	176 xp
Progressive total:			2428 xp



Treasure Collected



Person	Coins	Items	Other
Dek	Nil	Nil	Nil
Fian	Nil	Nil	Nil
Pieter	Nil	Nil	Nil
Robert	Nil	Nil	Nil
Shadow	Nil	Nil	Nil
Unallocated	Nil	Nil	Pottery Fragments

Quest Tracker

Quest	Clues/Notes	Status
Investigate Keegan's Keep	Investigate the Keep	Incomplete

